

# MVS<sup>®</sup>

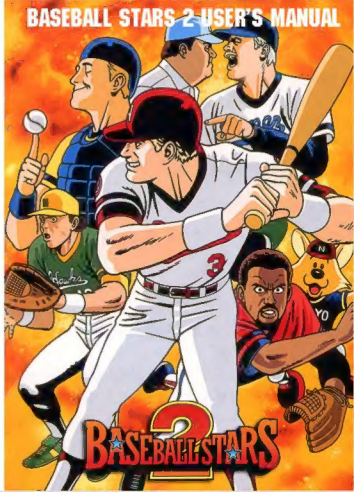
MULTI VIDEO SYSTEM



NEO-GEO IS A TRADEMARK REGISTERED BY SNK.

**SNK** CORPORATION

## BASEBALL STARS 2 USER'S MANUAL



# B.B.S

NEWYORK  
MONSTERS ■  
TOKYO  
NINJAS ■  
NAPOLI  
ANGELS ■

## FIGHTING LEAGUE

TAIPEI  
HAWKS ■  
SYDNEY  
GRIFFONS ■  
SEOUL  
IVORYS ■

U.S.A.  
■ BISON  
JAPAN  
■ SAMURAI  
ITALIAN  
■ WAVE

## EXCITING LEAGUE

TAIWAN  
■ DRAGON  
KOREAN  
■ RED VIPER  
AUSSIE  
■ THUNDER

# 2

## KOREAN REDVIPERS



TYPE : UNEXPECTED  
BATTING AVE. : 0.288  
DEFENCE RATE : 2.00

PLAYERS NAME	BATTING AVERAGE	NUMBER OF HOME RUN	NUMBER OF RBI
SUN LEE	0.380	5	7
MEE SUN	0.230	2	5
ANN SUN	0.180	10	8
BOMG ON	0.200	36	9
ANK JL	0.190	7	8
YONG JOO	0.330	2	5
YEA ON	0.250	7	5
YEE SUI	0.280	2	8
YON MEE	0.390	2	9
TAE MOR	0.350	5	8
TAE HO	0.280	10	5
JAE MOON	0.290	30	4

PLAYERS NAME	SPEED OF BALL	STAMINA	REFUGEE RATE
TYSON	120	4	6.61
JAE BOK	200	5	6.90
CHAN BOK	255	3	9.90
JONG HA	120	5	4.90

## AUSSIE THUNDERS



TYPE : DEFENCE CENTERED  
BATTING AVE. : 0.265  
DEFENCE RATE : 2.00

PLAYERS NAME	BATTING AVERAGE	NUMBER OF HOME RUN	NUMBER OF RBI
TREVOR	0.330	7	7
EDDIE	0.250	5	8
JACKIE	0.280	16	6
WARREN	0.300	34	4
MURRAY	0.300	18	5
MALCOLM	0.240	38	5
ERNE	0.220	7	6
BRYAN	0.170	5	8
MIKE	0.230	24	6
MR. JINJO	0.250	18	6
TOMMY	0.260	18	6
MERLE	0.200	33	6

PLAYERS NAME	SPEED OF BALL	STAMINA	REFUGEE RATE
SYD	270	5	7.98
NEAL	180	4	6.90
COREY	200	3	6.98
FRANK	270	2	6.91

## ITALIAN WAVES



TYPE : BALANCED  
BATTING AVE. : 0.311  
DEFENCE RATE : 2.00

PLAYERS NAME	BATTING AVERAGE	NUMBER OF HOME RUN	NUMBER OF RBI
TONY	0.293	7	8
MARIO	0.185	31	6
ROGI	0.303	10	8
SAL	0.307	31	4
ROCCO	0.250	24	6
SEBIE	0.200	38	5
GIUSEPPE	0.210	18	7
BRUNO	0.180	10	6
MASSIMO	0.304	31	5
MARCO	0.290	31	9
FRANK	0.258	7	7
ANGELO	0.220	31	4

PLAYERS NAME	SPRINT OF BALL	STANDARD	DEFENCE RATE
PAUL	210	7	4.67
MORRIS	220	5	5.93
ENZO	200	3	6.32
MAURIZIO	170	3	5.64

## TAIWAN DRAGONS



TYPE : GOOD PITCHER  
BATTING AVE. : 0.198  
DEFENCE RATE : 2.00

PLAYERS NAME	BATTING AVERAGE	NUMBER OF HOME RUN	NUMBER OF RBI
HONG	0.300	5	8
WONG	0.270	5	7
LU	0.280	10	5
SONG	0.280	24	4
DONG	0.201	10	4
LIU	0.200	7	5
CHEN	0.203	7	5
GOU	0.250	5	5
ZHANG	0.200	38	4
SON	0.250	10	5
DING	0.300	7	6
CHAO	0.250	7	9

PLAYERS NAME	SPRINT OF BALL	STANDARD	DEFENCE RATE
SHAWA	230	7	4.38
LI	200	4	5.64
XUO	205	4	5.90
IN	190	3	5.98



## IN THE BEGINNING

Please read this instruction manual to get the full sound and graphic effect of Baseball Stars 2.

## CONTENTS

## BASEBALL STARS2 USER'S MANUAL

- 4 HOW TO CONTROL
- 5 PREGAME EXERCISES
- 8 EXPLANATION OF FIELD
- 10 THE POWER BAT
- 12 CONTROLS WHEN DEFENCE
- 14 CONTROLS WHEN OFFENCE
- 16 TEAM DATA



### [ATTENTION]

- This product can only be used on the NEO GEO.
- Do not disassemble!!  
Contains high precision parts!
- Avoid dropping or other strong shocks.  
Keep away from extreme temperatures.
- Do not touch terminal.  
Avoid exposure to water and dust.
- Damage may be caused if cleaned with thinner or benzene.
- After game play, pull AC adaptor from outlet.

## U. S. A. BIONS



TYPE: STRONG BATTING  
BATTING AVE.: 0.275  
DEFENCE RATE: 2.00

PLAYERS NAME	BATTING AVERAGE	NUMBER OF HOME RUNS	NUMBER OF SLUGGERS
GARY	0.320	18	0
MICHAEL	0.290	10	8
DON	0.320	31	5
BRIAN	0.402	43	3
JONATHAN	0.300	38	4
MARTY	0.280	19	6
LEE	0.305	10	4
CHAD	0.200	43	3
PHIL	0.380	10	8
GLENN	0.300	18	7
RICHARD	0.210	38	3
JAMES	0.250	43	4

PLAYERS NAME	SPEED OF BALL	STAMINA	DEFENCE RATE
HOWARD	200	6	4.07
FREEMAN	180	5	6.32
ROEMAN	180	4	5.09
JUAN	218	3	7.97

## JAPAN SAMURAI



TYPE: FAST RUNNERS  
BATTING AVE.: 0.343  
DEFENCE RATE: 2.00

PLAYERS NAME	BATTING AVERAGE	NUMBER OF HOME RUNS	NUMBER OF SLUGGERS
HARAKIRI	0.290	7	9
KAMIKAZE	0.168	3	7
TENPUSA	0.208	20	8
SAKURA	0.388	31	4
GEISHA	0.220	18	8
UTAMARO	0.180	24	9
SAMURAI	0.280	10	8
CHOKIMAGE	0.180	43	5
KANE	0.215	38	4
MIYAZAWA	0.198	43	4
NANAWA	0.293	31	8
SUGI	0.380	7	8

PLAYERS NAME	SPEED OF BALL	STAMINA	DEFENCE RATE
NISSAN	230	7	4.05
HONDA	180	6	5.84
KAWASAKI	178	4	5.35
TOYOTA	220	3	6.32



## HOW TO CONTROL



Select Button : Pause

Start Button : Game Start

Joystick : Move Player, Control Pitch, Make Selection.

A Button : Swing, Return to Base, Throw Ball, Jump, Confirm Selection.

B Button : Run, Lead off, Feint Ball, Make fielder run to base, Cancel selection.  
Tap B Button Rapidly : Run Faster

C Button : Bunt

D Button : Power up, Pinch hitter, Relief pitcher.

★For details refer to page, "Control Guide".

## PREGAME EXERCISES

### 1 GAME START

Press "Start Button" on controller during the title screen to enter the "How to Control" screen.



### 2 GAME MODE SELECTION

This game features "Pennant Race Mode" for 1 player and "Competition Mode" for 2 players. Select either game with joystick and confirm with A button. 2 controllers are needed for Competition mode.



#### PENNANT RACE

Try to win all 15 games to be the No.1 team!

#### COMPETITION GAME

Challenge a friend.  
Fun for the whole family.

### 3 LOAD SELECTION

The optional "Memory Card" can save and load data. When the memory card with saved data is inserted into the console, "Load Selection Screen" will appear. Then, select with joystick and confirm with A Button. If "yes" is selected, then game will resume from stage last saved to memory card.

## SEOUL IVORYS



TYPE: UNEXPECTED  
BATTING AVE.: 0.230  
DEFENCE RATE: 2.00

PLAYER NAME	BATTING AVERAGE	HOMERS IN SEASON	RUNNING AVERAGE
HARRY	0.405	2	4
ALEX	0.203	7	5
LEFTY	0.172	10	7
MIKE	0.150	40	8
JOHN	0.152	2	8
KERMAN	0.405	2	7
CLARK	0.283	7	4
HOWARD	0.435	2	4
TRACY	0.360	2	9
PANCHO	0.485	2	9
AXEL	0.325	2	4
J.J.	0.275	18	4

PLAYER NAME	SPEED OF BALL	STAMINA	DEFENCE RATE
DICK	150	7	5.35
MAC	255	4	7.50
RAYMOND	250	7	7.50
BOBO	200	2	7.97

## SYDNEY GRIFFONS



TYPE: DEFENCE CENTERED  
BATTING AVE.: 0.289  
DEFENCE RATE: 2.00

PLAYER NAME	BATTING AVERAGE	HOMERS IN SEASON	RUNNING AVERAGE
JON	0.300	10	7
ANTHONY	0.288	18	5
MOEN	0.302	31	5
CRUISER	0.302	38	6
SLASHER	0.330	31	5
MASHER	0.240	16	5
STEELER	0.215	10	5
BLAZE	0.280	7	6
PETE	0.289	18	6
KYLE	0.250	19	6
STEVE	0.268	18	6
JAMMER	0.215	24	6

PLAYER NAME	SPEED OF BALL	STAMINA	DEFENCE RATE
DAMIANO	250	5	7.58
A. KUPFER	210	8	7.88
REGGIE B.	220	5	4.95
DAN	230	3	5.00

## NAPOLI ANGELS



TYPE : BALANCED  
BATTING AVE. : 0.301  
DEFENCE RATE : 2.00

PLAYER NAME	BATTING AVERAGE	NUMBER OF HITS	NUMBER OF RBIs
LUGO	0.352	10	8
UGO	0.352	18	7
ROSA	0.300	24	5
SERGIO	0.394	43	6
ALBERTO	0.300	31	6
LA	0.353	19	6
TERCORBI	0.355	7	8
STEVE	0.359	19	6
MURDO	0.375	38	8
ANGEL	0.354	31	9
VIGO	0.380	43	5
GUSTARD	0.356	49	6

PLAYER NAME	SPD OF BALL	STamina	DEFENCE RATE
PROSPERO	180	7	8.50
GRANDE	180	5	8.50
PETRA	150	5	8.36
ADDOLFO	220	5	8.36

## TAIPEI HAWKS



TYPE : GOOD PITCHER  
BATTING AVE. : 0.283  
DEFENCE RATE : 2.00

PLAYER NAME	BATTING AVERAGE	NUMBER OF HITS	NUMBER OF RBIs
KERRY	0.352	7	8
BILL	0.271	5	7
TOMY	0.261	5	5
CHAZ	0.382	18	4
RED	0.255	7	4
SEA	0.292	5	7
RAY	0.257	5	4
SHANE	0.292	38	4
TAYLOR	0.156	10	5
MACK	0.110	28	4
POKE	0.329	7	9
BLANKS	0.220	2	8

PLAYER NAME	SPD OF BALL	STamina	DEFENCE RATE
JOEY	240	7	2.50
DAVIS	180	5	3.59
JOHNSON	230	3	6.37
MILLER	200	3	5.54

## MEMORY CARD

When memory card is inserted into console, data will automatically be saved after each inning. Please note that previous data saved will be deleted if new data is saved.



## 4 LEAGUE SELECTION

"Fighting League" includes "Automatic Fielding Mode". "Exciting League" includes normal fielding. Select with joystick and confirm with the A button.



## CHARACTERISTICS OF AUTOMATIC FIELDING MODE

In the 3D perspective (until it changes to field screen), fielders will automatically field the ball. This makes for easier play.

## 5 TEAM SELECTION

After League selection, select one of the six teams with joystick and confirm with A button.

★In "Competition mode", select 2 teams, one team for each player. Please note that you cannot select the same team.



6

## PLAY BALL

All systems go!  
Let the game begin!



7

## Game Results

In Pennant Race Mode only, ranking and next opposing team will be displayed after the game. If you win all 15 games and win the championship, you will proceed to the world proceed to the Championship game.



7

## NEWYORK MONSTERS



TYPE: STRONG BATTING  
BATTING AVE.: 0.333  
DEFENCE RATE: 2.00

PLAYERS NAME	BATTING AVERAGE	NUMBER OF HOME RUNS	BURNING ABILITY
ZOMBIE	0.290	10	7
MURRAY	0.290	10	6
DAMEN	0.301	24	4
FREDDY	0.390	40	5
ALIEN	0.352	24	3
NORMAN	0.272	10	4
CYCLOP	0.207	24	4
JASON	0.250	5	4
JENYL	0.342	18	6
CREEPI	0.260	18	3
LENNY	0.250	24	3
PUMPKIN	0.213	38	5

PLAYERS NAME	SPEED OF BALL	STAMINA	DEFENCE RATE
HACKER	180	6	9.62
MEDUSA	182	4	9.38
BORIS	186	4	9.38
HANNIBAL	201	3	9.38

## TOKYO NINJAS



TYPE: FAST RUNNERS  
BATTING AVE.: 0.234  
DEFENCE RATE: 2.00

PLAYERS NAME	BATTING AVERAGE	NUMBER OF HOME RUNS	BURNING ABILITY
SASUKE	0.205	5	9
KIRIKAZE	0.238	7	8
JUBE	0.253	10	8
KAMUR	0.312	38	4
MAFU	0.250	10	3
RAZO	0.240	19	8
KISAPACU	0.230	16	7
KUMOGIYU	0.280	43	7
UNOKABI	0.210	18	9
HACHISE	0.295	40	4
JECY	0.305	18	7
TARO	0.261	31	9

PLAYERS NAME	SPEED OF BALL	STAMINA	DEFENCE RATE
HAYABUSA	205	7	6.30
KATANA	182	5	8.32
IKAZUCHI	182	4	6.30
AKANE	200	4	8.38

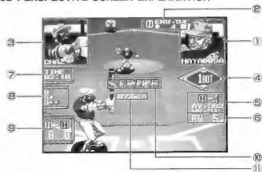
18





## EXPLANATION OF FIELD

### ★3D PERSPECTIVE SCREEN EXPLANATION



- 1 Picture's name and hit mug shot.
- 2 Initials of defensive team, defence average, number of balls pitched.
- 3 Batter's name and his mug shot.
- 4 Present inning.
- 5 Initials of off offensive team, batting order, batter's stats.
- 6 Number of power ups left.
- 7 Time played so far.
- 8 Present count.
- 9 Score.
- 10 Judgement of pitch.
- 11 Speed of ball.

THROW! HIT!

## ★FIELD SCREEN EXPLANATION



**RUN!  
& CATCH!**

- 1 Present inning.
- 2 Time played so far.
- 3 Present count.
- 4 Score.
- 5 Judgement of pitch.

☺ In Pennant League Mode, camera will zoom in on better running to first base.

## ★TIME OUT SCREEN

When you press the D Button during Play, the "Time out screen" will appear. At this time, you can power up, send in pinch hitter, or change the pitcher. Select with joystick and confirm with A Button. If you do not want to do either, select "Cancel" or press the B Button to return to the 3D screen.

[PINCH HITTER] Use the player's stats to help you decide.

[POWER UP] One time only, you can use the power bat. For details, refer to the Power Bat!

[PITCHER CHANGE] Use the player's stats to select pitcher.

★ Super plays will be displayed in full color close-ups.

## TEAM DATA

FIGHTING LEAGUE		
NEWYORK MONSTERS	TOKYO NINJAS	NAPOLI ANGELS
TAIPEI HAWKS	SEOUL IVORYS	SYDNEY GRIFFONS
EXCITING LEAGUE		
U.S.A. BISONS	JAPAN SAMURAIS	ITALIAN WAVES
TAIWAN DRAGONS	KOREAN REDVIPERS	AUSSIE THUNDERS

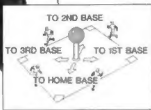
## ★DEFENSE GUIDE



**JOYSTICK:** Move player. Move player to the ball and he will catch it automatically.

**A BUTTON:** Player jumps. Joystick combined with A button enables sliding catch.

**JOYSTICK + A BUTTON:** Throwing. Point the joystick toward the base and press the A button for throwing. If you only press the A button, the throw will go to first base. Simultaneous joystick and button operation will give you a quicker throw than usual.



**JOYSTICK + B BUTTON:** Make fielder run toward base. This allows you to tag base runners.

\*When running to a base, the faster you tap the B button, the faster the fielder runs. Also, fielders hands when they are in line with the catch.



## THE POWER BAT!

Power-bat gives you extra power for hitting. However, you can only use 5 times per game. Use it wisely and win the game.

WHEN BATTING, CALL "TIME OUT" WITH D BUTTON

SELECT POWER UP WITH JOYSTICK AND CONFIRM WITH A BUTTON



Power-bat

Number of power ups left.

\*In Pennant Race Mode, 10 power bats will be added for each win.

## OWNER UNDERSTANDS PLAYERS MORE THAN THEY EXPECT

The big shot, who nobody talks back to, is sometimes selfish, and occasionally, ignores even the manager. He may send special players to bat. However, he shows his love for the team by finding an excellent assistant player to join after the game. People are afraid of him, but he will attract many great boys of summer.



## ★SPECIAL PLAYERS

The owner allows the special players to bat one time a game. They have high batting averages and long hitting abilities.

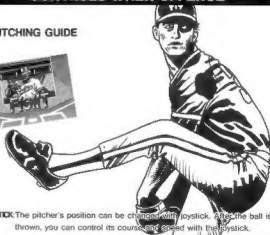
## ★ASSISTANT PLAYER

In the pennant race only, you may let one powerful assistant player join your team after you finish a game. Substitute one regular player for one assistant player from three, hired by the owner.

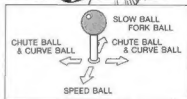


## CONTROLS WHEN OFFENCE

### ★PITCHING GUIDE



**JOYSTICK:** The pitcher's position can be changed with joystick. After the ball is thrown, you can control its course and speed with the joystick.



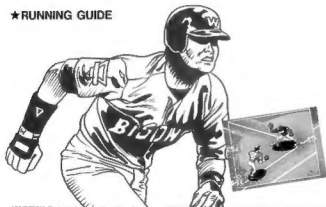
**A BUTTON:** Throwing.

**JOYSTICK + BUTTON:** Feint ball. Point the joystick to base and press B button. If only the B button is pressed, the throw will go to the first base.

**O BUTTON:** Time out, Pitcher change.



## ★RUNNING GUIDE



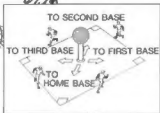
**JOYSTICK:** Point towards the base you wish to run to.

**A BUTTON:** Point towards the base with joystick and press A button. Use for running back to base that you started from. (Once runner reaches base, you cannot return to the previous base.)

**B BUTTON:** Use for running to next base. Point towards base with joystick and press the B button. Before pitcher throw the ball, you have three distances of lead off. After pitch, you can try to steal a base.

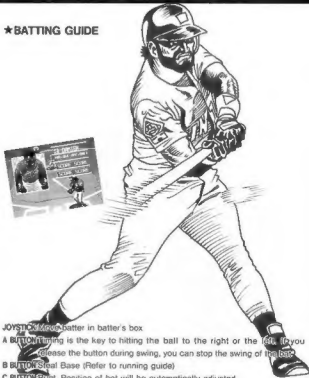
**C,D BUTTON:** Not used.

\*When running to B base, the faster you tap the B button, the faster the fielder runs.



## CONTROLS WHEN DEFENCE

### ★BATTING GUIDE



**JOYSTICK:** Move batter in batter's box.

**A BUTTON:** Timing is the key to hitting the ball to the right or the left. If you release the button during swing, you can stop the swing of the bat.

**B BUTTON:** Steal Base (Refer to running guide)

**C BUTTON:** Bunt. Position of bat will be automatically adjusted.

**D BUTTON:** Time out for power up or pinch hitter.

